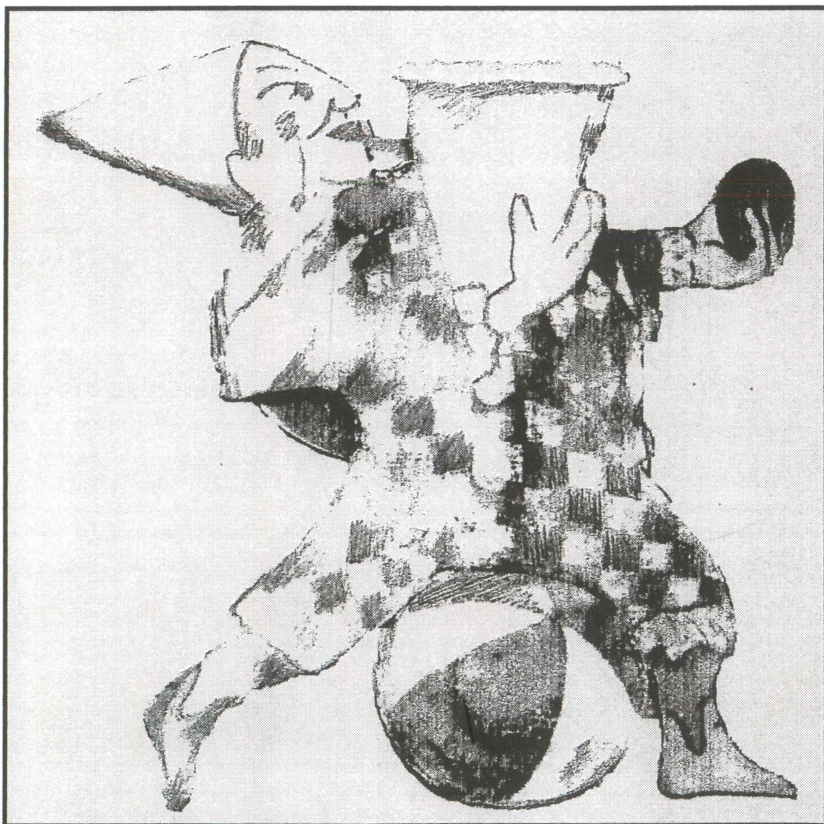


MECHANICAL MEMORIES MAGAZINE

ISSUE 6

OCT 2006



**THE ONLY U.K. SUBSCRIBER MAGAZINE DEDICATED
TO VINTAGE COIN OPERATED AMUSEMENT MACHINES**

Mechanical Memories Magazine

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Annual Subscription (11 issues)

UK £22 inc. UK postage

Europe £28 inc. airmail

Rest of the world £36 inc. airmail

Advertising Rates

Half Page £15.00

Full Page £25.00

Lineage ads., **For sale** or **Wanted**, are free to subscribers.

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www.pennymachines.co.uk/MMM.htm

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Editorial

Hello again. Well, it's been a really busy time since the last issue, and looks like getting even busier. And there was I looking forward to putting my feet up, having just about survived the school holidays at Brighton. Talking of Brighton, it was really good to see those of you who came down for 'slotties day out'. It was a most enjoyable day, and I shall certainly be repeating it. So, if you didn't make it this time, be sure not to miss out next year. I've provisionally set 22nd September 2007.

Do you remember way back in issue 1 'The history of the wall machine – part 1'? Well I've finally got round to part 2. To be honest, it was originally intended for issue 3, but the 'Mystery machines' sort of took over, and I just haven't been able to cram it in since. Also in this issue, I'm particularly grateful to Dave Lavender for allowing me to re print a piece he wrote on Rock-Ola pinballs, and was originally published in three parts in the old Antique Amusement Magazine. However, this time round I'm printing it to parts. As you would expect from Mr Lavender, this is a great article, and helps me to cover a subject in this magazine, about which I know little. And Johnny Burley has made another contribution this month; this time a short piece on his Bal AMI Junior jukebox. So many thanks.

And talking of jukeboxes, I shall be at Jukebox Madness next month in order to promote the magazine. I'm hoping to attract lots more subscribers, so the next issue could be a good time to do some advertising! To help encourage this, I've reduced the advertising rates, and don't forget, full page ads. with a picture get posted free of charge on the pennymachines website. So get advertising!

Now here's the really good news! Since publishing details of Jeremy Clapham's auction in the last issue, I can confirm that the response has been entirely positive. Within the last week or so, Jeremy has asked me to join him in this venture, which I am very happy to do. As many of you will know, I have for some time felt that the slottie community has somewhat 'fallen apart', which is one of the reasons I started this magazine. Jeremy's event next month is just what we need, and I really hope you will all help to make it a success. Entry forms are included with this issue, so dig out what you can, fill in the form and send it back to me A.S.A.P. Even if you don't have a machine to sell, book a sales table and flog some spares, or something, or anything. Be a part of it!!!

And finally, I will need to get the next issue to the printers a little earlier than usual, in order to be sure that the magazine is ready for Jukebox Madness. So please let me have your ads. as early as possible.

All the best

Jerry

Coming Events

Jukebox Madness Show Kempton Park Racecourse, Sat. 4th & Sun 5th November

Well, what can I say about Jukebox madness? If you like jukeboxes; pinball; vintage slots; 50s and 60s stuff etc. etc. then this is the show for you. With three floors of exhibitors and live music and dancing on both days, this is the biggest show of it's kind in the country, and without doubt, a show not to be missed! I shall definitely be there this year, as Jez Darvill has kindly offered me space on his stall, in order to promote the magazine. Talking to Jez recently, he's been busy throughout the summer restoring machines, ready for the show and will have some great stuff on offer, including: stunning bandits; great allwins and some super venders. So be sure to pay him a visit.

Email enquiries to: jbmshow@aol.com

Mechanical Music and Technical Apparatus Auction Christies, Tues 7th November

Among the musical boxes; automata; phonographs and old radios etc. at this bi-annual sale at Christies, South Kensington, it's a fairly safe bet that you'll find some slot machines. Laurence Fisher emailed me a list of some of the machines on offer this time, which include: Wurlitzer 1100 jukebox; Rock-ola 1458 jukebox; Mills Castle front bandit; Jennings Little Duke; Jennings Governor (light-up version); Big Broadcast pinball; cast iron mutoscope for restoration.

Email enquiries to: lfisher@christies.com or 'phone 020 7752 3278

Central England Vintage Slot Collectors Day and Auction

This is the one that really needs and deserves your support! Since announcing this event in the last issue of the mag., Jeremy has received some very encouraging support, and a great deal of interest has been shown. It was always intended that this should be a social event, with the auction forming the focal point. Sales tables will be available for selling spares; books; paperwork etc., and at just £12 (including catalogue), I hope a good few of you will take the opportunity to sell something. The auction will commence at 12.30, so this will give plenty of time to buy and sell, catch up with old friends and sample the produce from the bar! As I have stated on the previous page, I shall be assisting Jeremy with this venture, and between us over the last week, we have been promised some sixty machines for the auction. Bearing in mind, entry forms haven't gone out yet, I think this is a remarkable response. With seller's commission set at just 5%, I hope many of you will be encouraged to enter something. The selection of machines is looking good too, including: Mills; Sega; Bally and Boland bandits. Whales; Parker; B.M.Co allwins. And a varied selection of other machines and venders, including a few Bryans machines.

So, lets see those entry forms coming in; book a sales table, and don't forget to reserve your catalogue as soon as possible. I'll look forward to seeing you in Coventry.

General enquiries to: Jeremy 02476 763716 email: covslotauction@hotmail.co.uk

Catalogue enquiries to: Jerry 01322 287025 email: jerry.mmm@tiscali.co.uk

***Central England
Vintage Slot Collectors' Day and
Auction***

The Sphinx Club, Sphinx Drive, Coventry CV3 1WA

on

Sunday 12th November 2006

* * * * *

5% Sellers' Commission

5% Buyers' Commission

Cash Only, Payout on day

Sales Tables (provided) £12

Catalogues (admits 2) £4

***Reserve your catalogue and sales table
now!***

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The History of the Wall Machine

Part Two – Catchers

In this series of articles, I shall be tracing the history and development of that broad genre of games – the Wall Machine. In part one we looked at the most basic of gaming machines, the drop case game. It's now time to move on to what was to become one of the most popular wall mounted games ever: the Catcher.

The children's game of cup and ball dates back centuries, and indeed, the concept of catching a small object in some form of receptacle, as a form of amusement, probably goes back to the time man learned to walk on two legs. It's perhaps strange then, that the idea of incorporating this simple game into a coin-freed device came relatively late in the development of the slot machine.

Toward the end of the nineteenth century, the simple drop case game started to evolve into what was to become a completely new genre of machine. The first innovation was to substitute one or a number of balls as the projectile, rather than the player's coin. On insertion of a coin, a simple mechanism would release one or more balls ready for play. Balls were then fired to the top of the playfield, just as the player's coin was fired in the *tivoli*. However, the greatest innovation came in 1900, with Henry Pesser's patent (No. 23431) for the *Pickwick*; a game which, with it's derivatives, were to become known generically as *Catchers*.

The feature which set the *Pickwick* apart from all other contemporary games was the provision of a moveable cup, which the player could manipulate in an attempt to catch balls as they descended from the top of the playfield. This innovation not only made the game more fun to play, but introduced a perception of skill which would be the subject, and indeed the victor, of a future court case.

The operation of the *Pickwick* was somewhat cumbersome, to say the least; even the appearance of these 'long case' machines was clumsy. On insertion of a coin, one or more balls were released ready for play. The player was required to turn, push or pull a knob to feed the ball ready for firing. In Pesser's original patent, a trigger was used to fire the ball to the top of the playfield, although on many machines, a spring-loaded plunger mounted below the playfield was provided for this purpose. Once the ball reached the top of the playfield and started it's decent, the player attempted to catch the ball in the moveable cup. Although Pesser's patent provided a lever which moved the cup via a linkage, inside the machine, the more common method of effecting movement was a slide or bar which passed through the width of the machine, from left to right. This was presumably to allow the player to use either his left or right hand. If the ball was successfully caught, a button was depressed in order to obtain a token, which would then be exchanged for a prize, or (if the establishment could get away with it) cash.

The *Pickwick* was produced in fairly large numbers, not only by Pesser's various partnerships, but by others including, in particular, Cresset Automatic Machine Co. and

in 1912 was the subject of a landmark court case. Judge Scrutton determined that there was a sufficient degree of skill required in effecting a favourable outcome to the game, to render the *Pickwick* legally acceptable. This was the first time in the history of coin-operated gaming machines that a legal distinction had been made between 'skill' and 'chance'. In reality, the machine really had had the last laugh, as there is little or no skill involved in the action of 'catching'; rather, it is a test of reaction. For many years to follow, the *catcher* would proudly proclaim, and be protected by, Judge Scrutton's ruling, even though it was basically a game of chance!

Fig. 1.

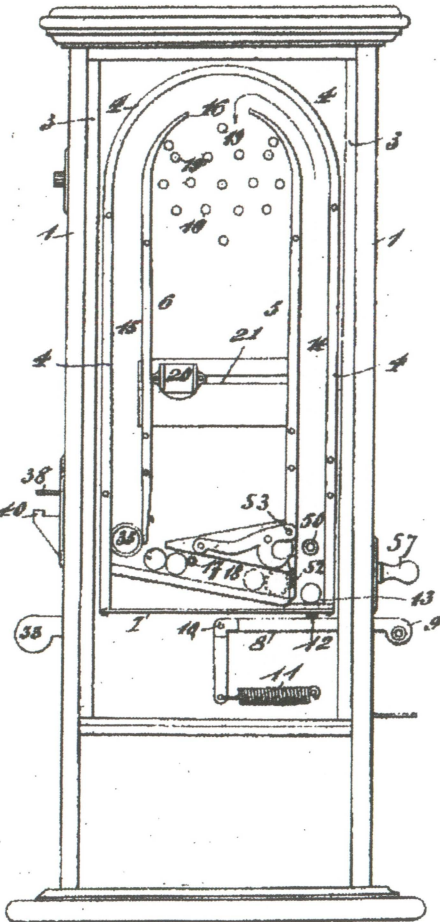
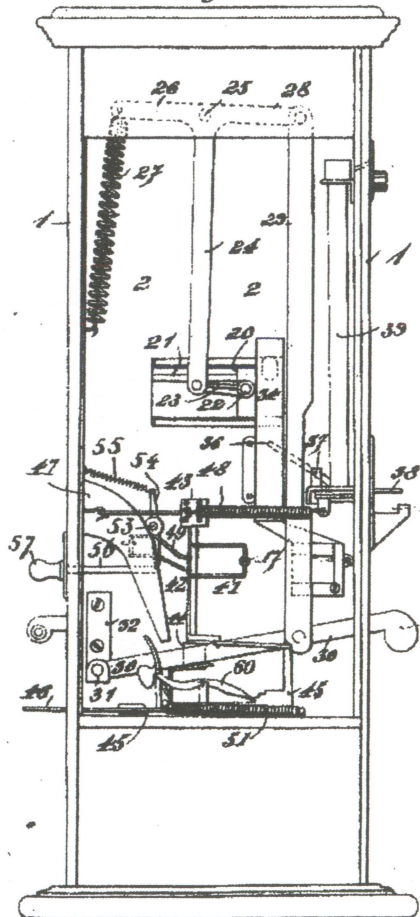
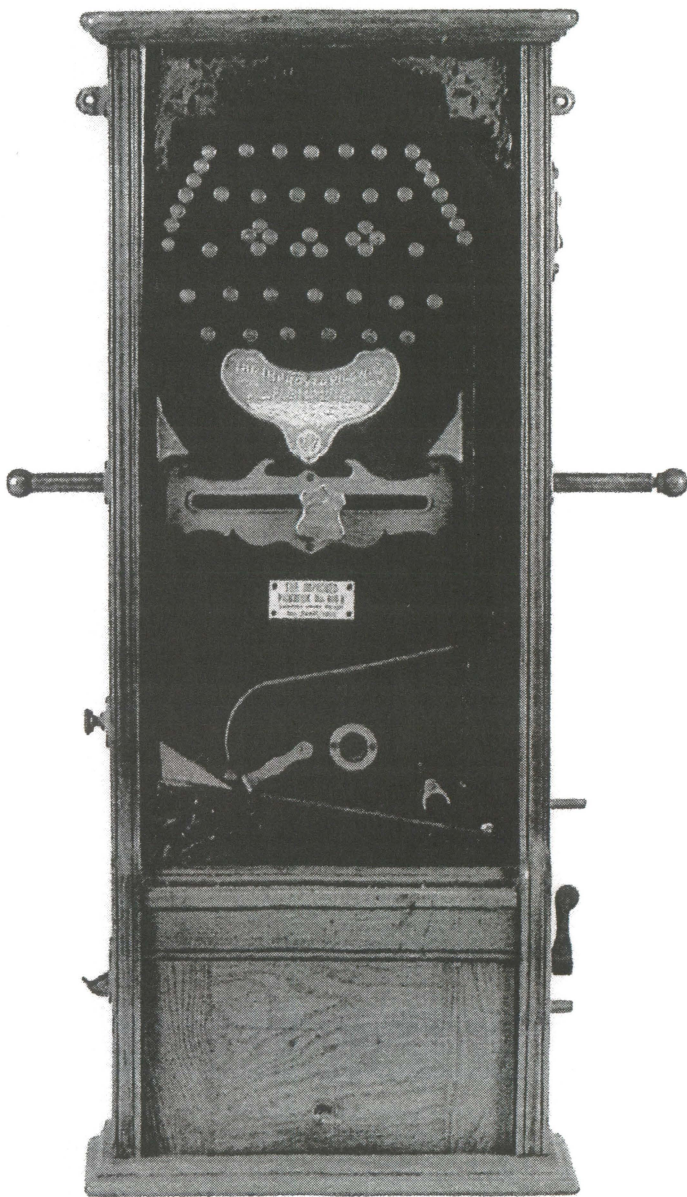


Fig. 2.



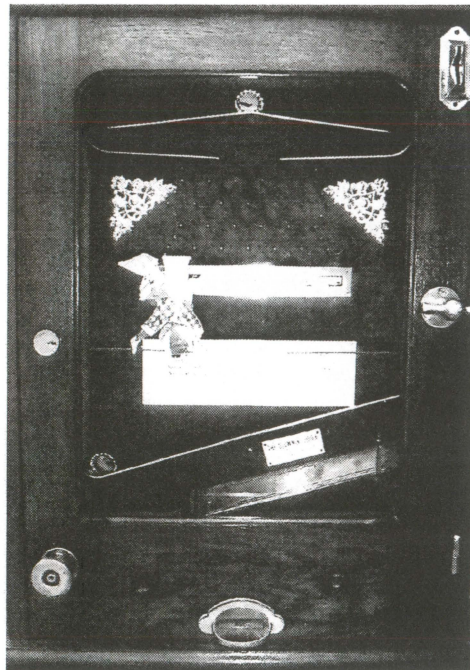
Pesser's original Patent drawings for the Pickwick.
 (The full patent can be viewed in the 'Achieve' on the Pennymachines website)



*Pessers, Moody, Wraith and Gurr 'Improved Pickwick' of 1905
(Picture courtesy Laurence Fisher. Copyright Christies, London).*

It is perhaps surprising that the clumsy Pickwick machines were still manufactured in the 1920s. I say surprising, because in about 1905, the German firm of Jentsch and Meerz introduced the *Clown*; a machine light years ahead of it's predecessor, and one which would remain in production, in one form or another, for three decades. The *Clown* was smaller and more compact, and more importantly, far less laborious to operate. The focal point was the catching medium, in the form of a lithographed clown, scooting along on a ball. The bone or composite balls used previously were replaced with just one steel ball bearing. Gone too were the knobs, buttons and levers of the *Pickwick*; just two controls were needed to operate the *Clown*. All of this would have made for a much shorter cycle time, thus ensuring their popularity with operators.

On insertion of a coin, the ball was released ready for play. Unlike the *Pickwick*, the ball was lifted from the rear of the playfield, rather than fired at the front. The player used a turnkey to control an arm that lifted the ball and deposited it through the hole at the top of the playfield. As the ball made it's decent through the pin field, the player turned a knob to move the clown from left to right. If the ball was successfully caught in the clown's up-turned cone, an automatic mechanism paid out a token.



The classic Clown Catcher. Note the holes either side of the payout, indicating that this machine originally incorporated an electric shock. When I restored it a few years back I decided to remove the knobs, as the shocker mechanism was missing. But as yet I haven't got round to filling the holes.

During the early years, before the First World War, the *Clown* was manufactured in both Germany and France, under Pesser's Pickwick licence. But it was after the war that these machines were produced in their greatest numbers, and it's likely that the entire output came from the Saxony workshops of Germany. Pessers, Moody Wraith and Gurr marketed these machines as their own; indeed, my own machine is stamped PMW&G although it's doubtful they were made in this country.

Although always known generically as '*Clown Catchers*', during the course of the 1920s, the clown figure which faced-up the catching cup was replaced with various other figures, including motor cars; thus demonstrating an attempt by manufacturers to 'keep up with the times'! However, it seems the most common motif was a simple nickel-plated shield, and these machines became known as '*shield catchers*'. Apart from the artwork employed on the catching cup, these machines changed little in the thirty-odd years of production. However, there are always exceptions, and one that comes to mind was the allwin hybrid '*Airship Catcher*', so named after the R101 lithograph which faced the catching cup. Unlike the *Clown*, the ball was propelled to the top of the playfield by firing it around an allwin type spiral track.

The *Clown* is truly a classic game, and a machine that I've always considered every serious collector should own. However, throughout the 1920s and into the 30s, this genre of game would spawn numerous variations on the catching theme; some more significant than others. One of the more revered by collectors is Leslie Bradley's 1931 *Crusader* (at this point I should apologise for not being able to provide a picture. My digital camera's died and I am no longer able to obtain film for my trusty Kodak Box Brownie). The *Crusader*, in its day, would have been a fairly complex machine, as catchers go, although its mechanism is surprisingly simple. It was a multi-ball, multi-column machine where the player was required to guide the balls into one of seven columns. On insertion of a coin, six balls would be released ready for play, and as each ball descended through the pin-field, the player used a fork to guide, rather than catch the balls. If the player was lucky enough to fill one of the three central columns (which required all six balls) six pennies were paid out. The two columns either side of the three centre columns paid four pennies, and the two outermost paid two. The outcome with any game on a catcher can only fairly be described as 'more luck than judgement', but to fill a column with six balls, (the entire quota for the game) must surely take a miracle! Having said that, this is a classic English game, and another of my favourites.

Had history taken a different course, some might have described the *Crusader* as the greatest of catchers. However, in 1934 William Bryan designed, patented and started manufacture of what is without doubt the greatest catcher ever, and which without dispute was one of the most brilliant mechanical slot machines of all time: *Pyramid*.

I shall be featuring *Pyramid* in the next issue.

Letters to the Editor

Hi Jerry

You will never know the great pleasure that your magazine gives me. I am sure it is a labour of love that could only be produced by someone who is hooked as I am on this daft hobby/business of ours.

I have been a total slottie since I was evacuated during WWII to Rhyl, and I haunted the arcades with my small handful of copper (bronze actually) coins to play the allwins in the many arcades at that time. My interest was not so much in winning but how the machines worked, to this end I became known to the keymen in one or two sea front establishments and they showed me the rudiments of various well known machines. I WAS HOOKED FOR LIFE. Since then as funds have allowed and sometimes when not, I have owned and restored various wall machines. My main interest however is now working models and automata of any kind. I have built a number of haunted houses etc. (one can be seen on page 134 in Darren Hesketh's wonderful book 'Penny in the slot automata and the working model') so anyone with similar interest is most welcome to get in touch. Email ian@ianogilvy.co.uk

This little note was inspired by Barry Saunder's 'Spend a Penny' article in the September issue. In addition to the pennies mentioned, 1869 even if worn, if the date is visible is worth a good premium. Other pennies to look out for are 1950, 1951, 1953. If you are lucky enough to find one of these pennies, DO NOT CLEAN under any circumstances.

Good hunting, hope to meet old and new friends at Jeremy Clapham's auction in Coventry on 12th November.

Ian Ogilvy

Many thanks for your letter Ian. Yes, the magazine is a labour of love, but I suppose my reward is the knowledge that it has been so well received in the early days; I just hope it's as popular in a year's time! I have to take issue with the DAFT HOBBY/BUSINESS bit. A very wise man once said, "we should all collect something." Well, we've chosen to collect and preserve an important part of our leisure heritage, and who knows? One day, when oil stocks have dwindled to the point that power stations can no longer cope with demand, operators of vintage mechanical amusements (and candle makers) will be reaping the rewards!

You will remember from a previous conversation we had, that I too have a passion for working models. I hope sometime in the future I will have the opportunity to see one of your models, until then, I look forward to seeing you at Jeremy's auction.

Jerry

Slotties' Day Out

Well, we could not have picked a better day for it; what a glorious September afternoon and evening! Many thanks to those who came down to Brighton on the 23rd, I think all agreed it was a great day out. It would have been nice to see a few more, although apologies were received from a few who had prior commitments. It was really good to see Maurice and Pat Felce and Graham Millard, who all travelled a considerable distance by train. Kevin Gowland asked me not to mention he came all the way down from Whitley Bay, so I won't! (Actually, he needed to come down south for something else, so made sure it coincided with slotties' day out. It was good to see you Kevin).

Having spent the afternoon playing the machines and rummaging about in the storeroom at the back (we even did a bit of dealing), it was time to lock up and eat! A few had to leave early, but about ten of us made it to the pier for fish and chips, and very enjoyable it was too. When we departed from the fish and chip restaurant, we found the pier swarming with police; coastguards and searchlights down below; the Royal Navy standing by; sea king helicopters hovering above..... (OK I'm exaggerating now). Apparently, a couple of nutters (or drunks) had decided it would be fun to jump off the side of the pier. I bet we had a better evening than they did!

Unfortunately, at this point Graham, Maurice and Pat had to depart in order to catch their train. By now there were just half a dozen of us left. I had originally thought we might have a few beers in one of the bars on the pier, but Tony Atkins found us a really great little pub, 'The Cricketers' just a short distance from the seafront. Apparently, it was once frequented by the London gangland fraternity, on their excursions to the seaside. So the six of us spent a most enjoyable evening drinking good beer and talking about, well among other things, slot machines!

Wish you'd been there?

Well, I shall definitely be repeating it next year, at about the same time in September. So pencil in 22nd September in your diaries. And if you don't believe what a great day it was, here are a few emails I received the following day:

Hi Jerry and Sharron

Just a couple of lines to say thanks for a great day yesterday. Pity there wasn't more people, but I'm sure word will get around and if you decide to do it again next year we could see the numbers increase. It was good to see Kevin could make the journey from Whitley Bay. Yesterday really had it all, good company, good food, drama on the pier and a suntan as well.....perfect day out. Oh! And let's not forget, without our friend Charlie it was a lot quieter too! But we did miss you Charlie....really we did!

All the best, Graham

Hi Jerry

Just thought we would say thankyou for the super day out we had in Brighton on Saturday 23rd September. The weather was fantastic and the company excellent, we thoroughly enjoyed ourselves. Both shattered by the time we arrived home at just past midnight. Best wishes to Sharron, see you soon.

Pat and Maurice Felce

* * * * *

Hi Jerry

Just a quick note to say I enjoyed our day out on Saturday. Hopefully next year there might be a few more, but it's all a question of how good it is, not how many there are!

Regards, Kevin



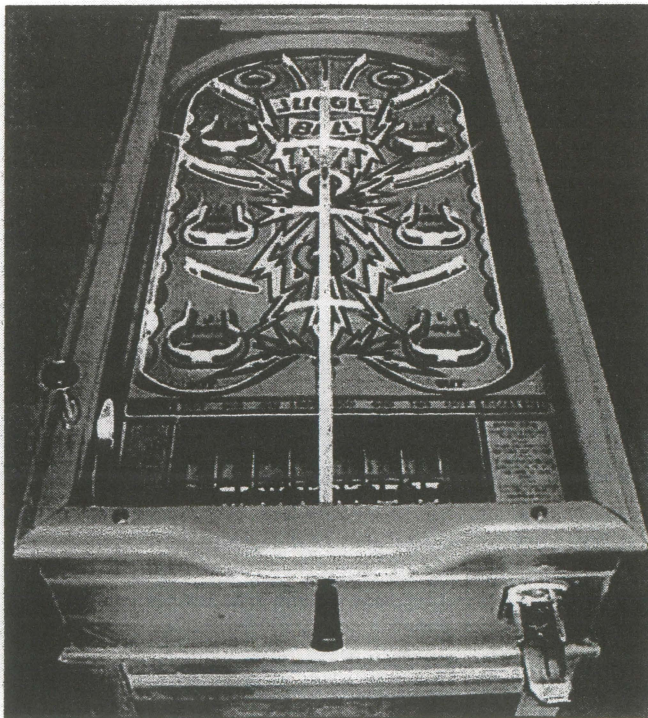
Some of us at Slotties' day out. Many thanks to Graham for taking the picture

Rock-Ola Pintables Part one

By David Lavender

Although the origins of modern pinball can be traced back in Europe and America to the turn of the century and earlier, the ball really started rolling, so to speak, with a craze for little counter-top pintables in America in the early 1930's. D Gottlieb & Co.'s Bingo (1931) and Baffle Ball (1931), and Bally Manufacturing Co.'s Ballyhoo (1932) led the way, and set those two Chicago companies on their way to pinball dominance.

The term "pinball" sounds a little odd today, in view of the conspicuous absence of pins on modern machines, but was very apt originally. These pretty little wooden boxes with their nail beds and numbered holes remind us how starved of amusement Americans were during the Depression. Prohibition was still in force; payout gambling machines were obliged to keep a low profile; television still had technical hurdles to overcome, and besides, few had money in their pockets for more elaborate forms of entertainment.



David C Rockola served his apprenticeship with O D Jennings and Company and Mills Novelty Company before founding the Rock-Ola Manufacturing Corporation in Chicago. Best known now for their jukeboxes, the company was initially involved in scales, fruit machines and counter-top skill games, before having a bite of the pinball cherry. They sank a lot of time and effort into Juggle Ball (1932), but it failed to make the grade, and almost ruined the company. The object was to drop 6 of 7 balls into the appropriate holes, flipping up labels at the bottom to spell "JUGGLE". This feature foreshadowed later developments, but the awkward swivelling cue (to prod and deflect the balls) was not so hot. Nevertheless, Rock-Ola had demonstrated a willingness to innovate, and this approach bore fruit with the next attempt. Wings (1933), was a ten ball game, and introduced one of the first kinetic pinball novelties, by placing the score holes on a spinning disc, set in motion by the ball lift lever.

WINGS

The "Miracle Game" with the "Moving Playing Field"

WINGS is the game of games! A perfect marvel of speed and action. A super-product of beauty and fascination!

"MOVING PLAYING FIELD"

The instant the player touches the ball-lift, the playing field goes into action. The upper circle becomes a spinning rainbow of color. The ball, shot by the plunger, wings its way around the brass rails... shoots through the fifty gates with lightning speed... comes up to the still pockets and (if it misses)... is either caught in one of the pockets of the whirling circle of wings or else whipped over the playing field!

GOLDEN FORTUNE

In WINGS' tempting circle of wings you have all the compelling power of the famous Monte Carlo Wheel... the wheel that has spun fortune for its owner!

EYE-TAKING BEAUTY

WINGS' rich background of black is smartly set off by every color of the rainbow... gleaming brass rails... and shiny silver-like aluminum pocket guards!

WINGS IS YOUR GAME

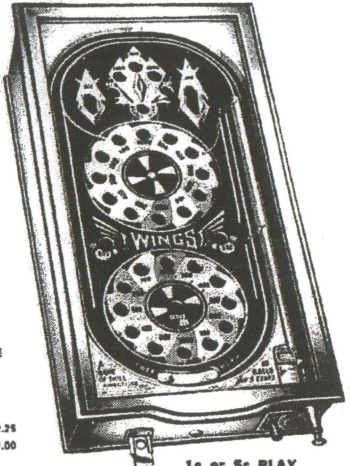
Once you see it—once you try it, you'll realize WINGS is a "miracle game"... a game that is sure to put you back in the big money!

FACTS ON WINGS

- 100% Perfect BALL-LIFT
- Scientific SKILL-GAUGE
- BALL-REST to aid control
- Fool-proof COIN SLOT
- Cushion-like, super-sensitive PLUNGER
- SIZE: 17x33 1/2 inches

Sample \$19.50

Lots of 5	\$19.50 Do Luxe Wood Stand	2.25	
Lots of 10	17.50 Do Steel Stand	2.00	
Lots of 25	16.50 Do Steel Stand		



1c or 5c PLAY

The third effort really hit the jackpot. Realizing that the simple bagatelle format was not going to hold players much longer, Rock-Ola created in Jigsaw (1933) a satisfyingly visual method of rewarding player skill. Ten balls are fired around the perimeter of the playfield and into the holes, causing pieces of a jigsaw to flip into place. The object is to complete a map of the Chicago World's Fair, a huge trade exhibition launched in May 1933 as an antidote to the Depression. There are no "lose" holes, but as the game progresses, it becomes harder, because targets already hit must be avoided. "Chance" and "Luck" holes randomly distribute the balls to other targets, and balls which fail to make a target are returned. A further object is to land a ball in the "double score" hole.

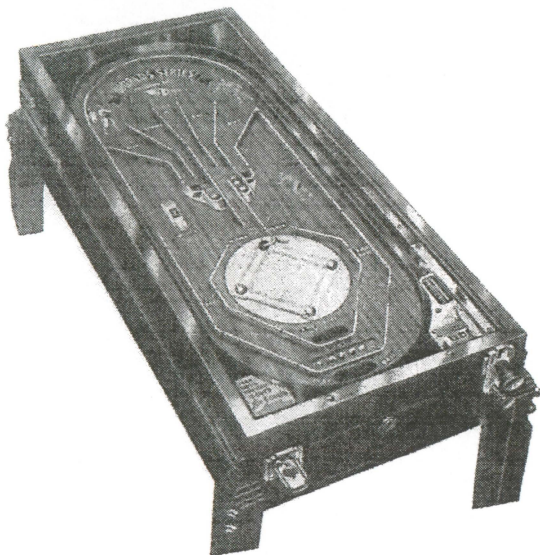
The backboards sometimes found on these machines (precursors of the pinball backglass), with "over the counter" prizes listed for top scores, attest to their use for gambling, as do their simple anti-tilt devices. The Jigsaw was also at the start of the trend in pinball from counter-top to four-legged format. The game was a remarkable



success, with over 70,000 made. It was the first pinball to be exported to Europe in quantity, with Britain taking over 60% of the exports. Shefras Novelty Company (the English agents for Rock-Ola) and Bolland's Amusement Machine Supply Company were the main distributors. In spite of the healthy number that have survived, it has become the most valuable and sought-after mechanical pinball. Even more appealing, perhaps, to European tastes, is the beautiful Tour De Paris (see "Arcadia" by J-C Baudot P132), a French copy of Jigsaw made by Bonzini et Sopransi in the same year, which replaces the World's Fair theme with the famous sights of Paris.

The characteristic short shelf-life and fast turn-over of pinball games was already established in 1933 and this is reflected in the light-weight construction of these machines, compared to their more robust payout companions. The cheap cases (usually painted) are appreciated more by wood boring insects than collectors. However, it is a testament to good Rock-Ola design that a row of Jigsaws bought for £18 each in 1933 by an arcade in Mablethorpe are still taking money at the same site today.

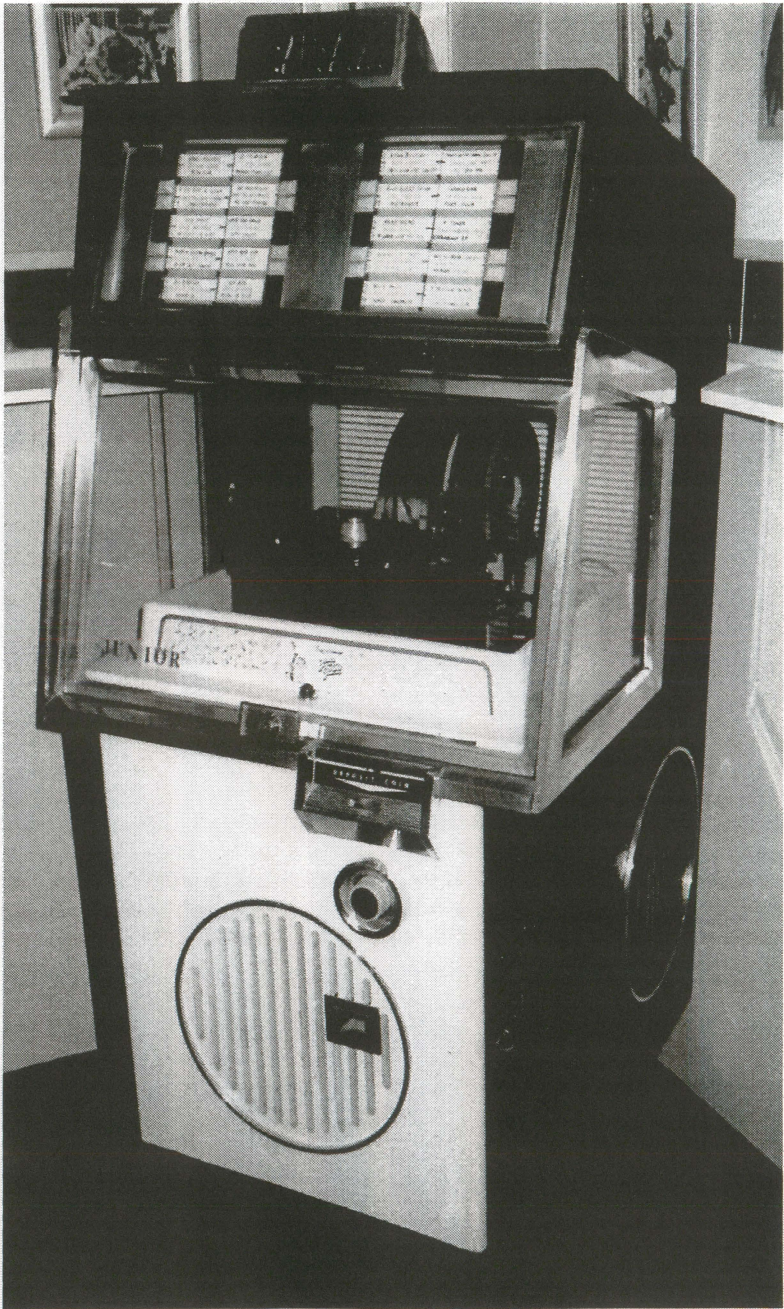
Encouraged by the success of Jigsaw, Rock-Ola immediately designed another sophisticated all-mechanical pinball machine which simulated the popular American sport of baseball. The release of World's Series was delayed until 1934, while the company continued to satisfy demand for Jigsaws. An advertisement showing the game in 1933, and designed to alert operators to the forthcoming sensation, backfired badly, allowing the competition to pre-empt Rock-Ola. In particular, Genco Incorporated, another Chicago company, benefited by bringing out Official Baseball in April 1934. World's Series was not readily available until May and was followed in July by the Los Angeles Pacific Amusement Manufacturing Company's Major League, which added a battery operated "Pitcher's Box" kicker to the game. The O.K. Novelty Company, of San Francisco, copied Genco's machine in August, with their Home Run, and Genco went on



to produce Base Ball, an electrical version in 1935. Genco's Official Baseball was a great success, and used a complex system of sprung trips to advance the balls around the static baseball pitch. The game ended with three outs, so the sixteen available balls were rarely all used.

Rock-Ola's World's Series was even more ingenious, and despite the initial setbacks, achieved sales of over 50,000. Although visually plainer than Jigsaw, it is probably more fun to play. Balls are shot around the perimeter of the playfield at a single central "Hit" target. A ball making this target rolls to the home base on the diamond pitch which rotates anti-clockwise carrying it to 1st base. (This clever feature is spring-wound by the ball lift lever). Further "Hits" cause the balls to "run the bases" towards the "plate", from where they roll into the dug-out at the bottom of the playfield. The score is indicated by the number of these balls at the end of the game, so unlike Jigsaw and other pintables of this era, no mental arithmetic is required. Adjacent to "Hit" are "Strike", "Ball" and two "Out" holes. Three consecutive "Strikes" yield an "Out", three consecutive "Balls" (or four, on some models) yield a "Hit", and the game ends when three "Outs" are registered on the counter (each accompanied by the ring of a bell). Because the 15 balls are recycled until they reach the diamond, the player rarely uses all of them.

World's Series, selling originally for \$37.50, might well have out-sold Jigsaw, had it not been for the lack of attraction to overseas markets of the unrecognized baseball sport. For this reason, although Shefras did import them, the game is much rarer than its companion in England. In an attempt to enhance appeal to the British market some Genco machines were revamped as Rounders - a game which never had much following anyway.



The BAL-AMI Junior 40

(The little jukebox with the big beefy sound)

By Johnny Burley

The BAL-AMI Junior, 40 selection jukeboxes were manufactured and assembled in Great Britain between 1956 – 1959 by the Balfour (Marine) Engineering Co. based in Ilford, Essex under licence from AMI incorporated, Grand Rapids, Michigan U.S.A. It was the biggest British manufacturer and distributor of jukeboxes of that era, although it's history only spanned ten years.

The Junior 40, Super 40 and Super 40 deluxe, due to their compact size and fairly light weight construction (compared to their large, heavily chromed American cousins) became a very popular feature in amusement arcades, milk bars and back street cafes throughout Britain. Assisted greatly by the emergence of 45 r.p.m. record and the incoming rock 'n' roll era, the Teddy boys and bikers saw magic in a visual mechanism and kept those record turntables spinning. Two plays for 6d or five for 1/- (one shilling) many a 50s teenager first heard the sound of Elvis with 'Heartbreak Hotel', Gene Vincent's 'Be-Bop-a-Lula', Little Richard's 'Long Tall Sally' and many others on a BAL-AMI Junior (all in glorious mono of course).

Although it's rack only holds twenty records, the Junior 40 had one of the best beefy sounds you could find in a jukebox. One must remember that even the giant classic Wurlitzer, Rock-Ola and Seeburg models of the American 30s, 40s and 50s only played ten or twelve 78 r.p.m. records. Obviously many have not survived, but a recent survey has shown owners of BAL-AMI Juniors turning up in the U.K. and as far away as Canada, Australia and New Zealand, who obviously took them with them when emigrating. With a little care and attention, they will give many years pleasure. I would not part with mine, and intend to pass it down to the grand kids. But for now, it's happy standing among the vintage slot machines.

Rockin' Regards

Johnny B.

Lineage ads. are free to subscribers and will run for two issues, unless you instruct me otherwise. Please ensure I have your ads. by the 20th of the month for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2

For Sale

Bryans Bullion, in good working order with keys. Old penny play. £600 o.n.o.
Wonders Win and Place allwin. Very good condition, and in good working order on old penny play. £600 o.n.o.

Pete 01295 730005 (Banbury)

For Sale

Bryans Pilwin. In good condition and in good working order. Just needs a lock for door and new key for cash draw. £800 or will swap for Jennings Club Chief in good condition and in good working order.

Ivan 07796 227612

For Sale

Early Ice Hockey Table, in good working order, on old penny play. £350
Small Ski-ball on stand, in good working order. Rare machine. 1d play. £800
Square Mutoscope, Old penny play. £700

John 01273 608620 (Brighton)

Wanted

Does anyone out there have four cast feet for a Novelty Merchantman streamline crane. Would prefer originals, but re-casts acceptable. Also require boat bridge casting that fixes to back mirror.

nigelandregeorge@btoopenworld.com

For Sale

'Penny in the Slot Automata and the Working Model' by Darren Hesketh. £35 + £6 U.K. p&p. (retails at £100)

Dave 01747 840842

For Sale

'Goalie' ball shooter fairground game, needs attention. £25 to clear.
'My Wild Life' 1975 biography of Jimmy Chipperfield. Good condition. £15

John 01273 608620 (Brighton)

For Sale

Ford Gumball machine. Round glass globe, complete with original advertising topper. This is a genuine 1950s gumball machine and is in excellent condition. £100

Gaz 01332 607709 or 07908 059392

For Sale

Rare Bryans allwin, 3 Ball Folks in red fleck streamline case. Very nice original condition, with original locks. £1850

Tony 07974 460742 (Essex)

vanessa.raye@tesco.net

Wanted

Does anyone have spares for arcade cranes? I need a claw and a playfield. If you have any spares I would like to buy them, as I am restoring two cranes.

Mike 07812 248474 or 0208 597 7449

Dower57@aol.com

Wanted

Ruffler and Walker two player games.
Grand National, Cycle Race, Grand Prix.

Charlie 07711 978806 (Essex)

For Sale

Aristocrat Regal, chrome front console bandit. All mechanical with light up front. £2.50 Jackpot. G.W.O. on 2p play. £295
Aristocrat 'War Eagle front' mechanical bandit. With keys, working on 2p or 10p (your choice). £275
Ring or email for photos.

Tony 07974 460742 (Essex)
vanessa.raye@tesco.net

For Sale

Shefras floor standing grip tester. £275
Set of 1930s Pin Table legs, or would suit similar machine. £30

Peter 01304 822485 (Kent)

Wanted

I am trying to obtain a 1950s O. Whales U Select It football theme allwin. I am willing to pay top price for the above item in good condition.

Andy 0208 527 1673
Email 1673andigspurs@yahoo.co.uk

For Sale

I am moving soon and need some space, so I need to sell the following:

Wurlitzer Lyric Juke Box; Win a Polo on 1d play; Test Your Strength on 1/2d play; 24 cup allwin on 1d play; Challenger on 1d play; 6d Change machine; Mills 6d One Armed Bandit; Sunpat vendor; Beechnut vendor; Hi Lo Ace Pinball 1973; Brandt Junoir Cash machine; Old penny counter; Old shop Till; Advantage Pinball; Hawtins allwin; Parkers Carousel allwin.

All reasonable offers accepted.

Ian 01428 713156

For Sale

1960s small 20" x 13" wooden 3 column (pull drawer) cigarette vendor on old coin. Two columns on 2/6d and one on 2/- in excellent condition and working order £45

Johnny 01332 363542 (Derby)

For Sale

1950s Kraft Extrawin novelty allwin, with rotary feature in the centre. Lost balls falling into the rotor trigger bonus payouts when they reach the top. The rotor turns anti-clockwise every time the payout knob is turned following a win. Exciting game with payouts of 2-4-6 (varying according to rotor state). In very good working condition, complete with keys. £650 ono

Pete 01295 730005 (Banbury)

Wanted

Seaside saucy Postcards. Individual cards or collections. McGill, Bamforth etc.

Jerry 07710 285360 (Kent)

Wanted

Old painted ex pier, amusement park or fairground arcade signs (nothing modern).

Johnny 01332 363542 (Derby)

For Sale

French Crane. £1900 o.n.o.
Novelty Merchantman Crane. £1900 o.n.o
Both cranes are in very good condition.
Must sell as may be moving soon.

Pete 01295 730005 (Banbury)

As the magazine will be out a little earlier next month, can I have your ads as early as possible please. **JC**

SPARES AND COINS

For Sale

New old stock, Bryans square Yale locks, with two keys. £10 each, plus £2 p&p

Tony 07974 460742 (Essex)
or email vanessa.raye@tesco.net

For Sale

Lowe & Fletcher and Yale locks. Will fit most Bryans machines. £12 per lock.

Tele. 07816 152111
Email jn168@aol.com

For Sale

Bryans Clock Face and Instruction Cards. For either 6 win or 12 win. Perfect copies. Laminated or paper. £12 inc. UK postage. Topflashes for the following O. Whales Allwins: Double Six; Have a Go; Easy Perm; Playball; Each Way. Perfect copies. Laminated. £12 inc. UK postage.

Charlie 07711 978806 (Essex)

For Sale

Some Mills and Jennings repro reel strips left. £10 per set
Some original award cards – enquire.
Mills 5c and 25c original sets of payout slides. £30 per set

Peter 01304 822485 (Kent)

The Mutoscope Man

Large range of mutoscope parts available.
Part or total restorations undertaken.

John Hayward
01273 608620 (Brighton)

For Sale

Radial pin cam locks. 30mm barrel length, 19mm (3/4") diameter. High quality, high security. Supplied with two keys. Ideal for Bandits, Jukeboxes, Pinballs etc.

£6 each, 2 for £10 inc. U.K. p&p

Cheques to:

Jerry Chattenton

10 Bedford Road, Dartford DA1 1SR

Machine Tokens/Coins for Sale

Brass 3d £3 per hundred
6d CAS bandit tokens (mint) £10 per 500
3d (holed) fruit machine tokens £5 per 500
1d allwin tokens £2 per 100
1/2d coins £1 per 100
U.S.A. 1c coins £1 per 50 tube
Also available U.S.A. 25c
French 10 & 25 centimes
Clown and Handan-ni tokens £3 per 10
Please phone with requirements.
Not viable to post, so can be collected from Brighton 23/09 (Slotties' day out) or Jukebox Madness.

Tony 01622 820263

Fortune Teller Cards

Criss-cross cards

typed or hand written, various types.

Small Argyll type

for drawer puller wall machines. Future husband, Career, baby etc. Love letter, palmistry, fortune – full range.

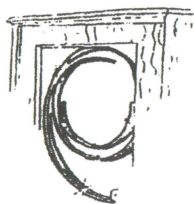
Green ray cards

hand written in green ink.

All printed on very thick card – as per originals. Orders for small or large quantities welcome.

Phone for details.

Clive Baker 01489 784038



ALLWIN TRACK

Grooved & chromed just like the original.

Inner with flat & nipple

17½" inside length

Middle 18" inside length

Outer 40" inside length

ALLWIN SPARES

From Stock

Nostalgic Machines Ltd.

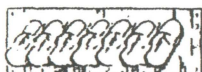
P.O. Box 32, Wombourne,

South Staffs WV5 8YS

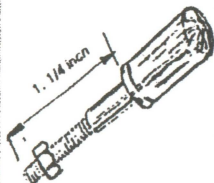
Tel / Fax 01902 897879



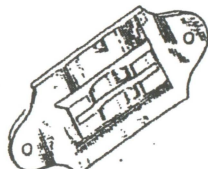
Win Tabs Red printer
on Silver foil sticky
backed 12 on a sheet



CHROMED 7 ball win
gallery. 6 x 1.9/16



CHROMED THUMB
STOP



COIN SLOT
to suit 2p but can
be filed bigger

PRICE LIST

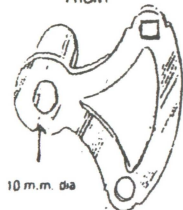
N01 Win Tabs (12 per
sheet) £15.25

N02 Ball Gallery £12.55

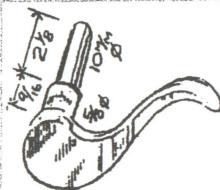
N03 Thumb Stop £6.25

N04 Coin Slot (2p)
£9.25

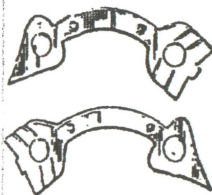
CHROMED TRIGGER
FRONT



10 m.m. dia



TRIGGER



CHROMED ARROWS
Reversible.

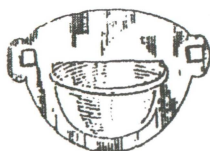
N05 Trigger Front £9.25

N06 Trigger £12.25

N07 Payout Arrow
£2.55

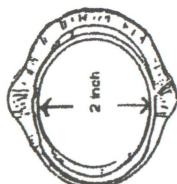
N08 Payout Bowl &
Surround £15.55

CHROMED PAYOUT BOWL

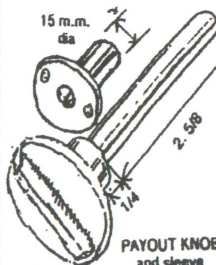


2.5 inch dia cup 2 x 0.25 inch fixing
squares at 3.75 inch centres.

CHROMED KNOB SHIELD



2 x tapped M5 fixing holes on
extended nipples 2.1/2 centres.



PAYOUT KNOB
and sleeve

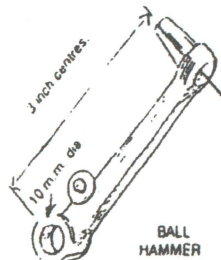
N09 Payout Knob
Shield £9.95

N10 Payout Knob &
Sleeve £11.95

N11 Ball Hammer £4.95

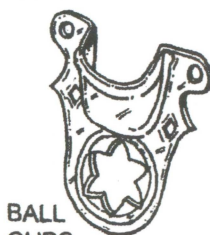
N12 Ball Cups
1-5 £9.99each
6-10 £7.99each
11+ £5.99each

N13 Spandrells £14.99



BALL
HAMMER

SPANDRELLS



BALL
CUPS

N14 Allwin Track
inner £19.00
middle £19.00
outer £23.50
set of 3 £47.00

All prices include
VAT @ 17.5% and P&P.
Discount for quantity
orders - please ring.

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*In an effort to encourage more advertising,
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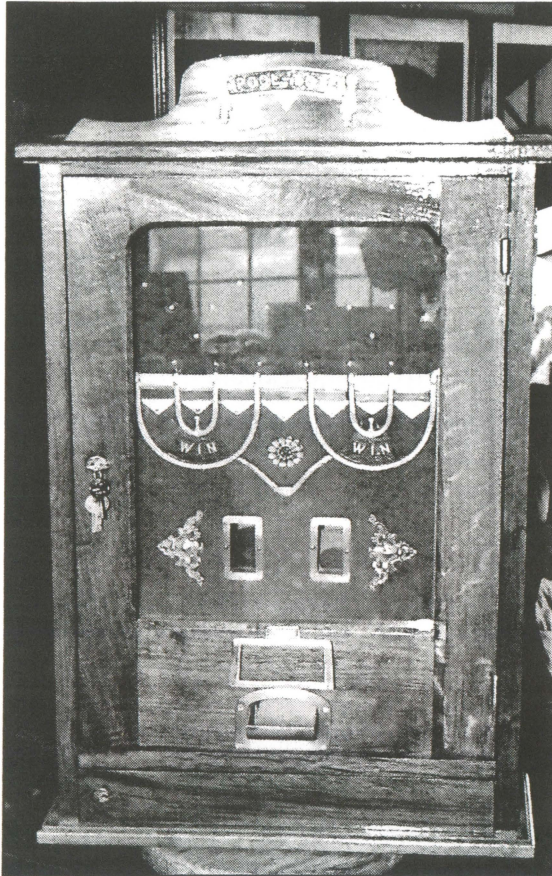
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**Large range of
Allwin spares available**

**Email your requirements to Jez Darvill
Retreeva@ntlworld.com
Or call 020 8394 1988 evenings**

For Sale



Beautifully made copy of the 1920s POOL TOTE wall mounted or counter-top skill game. Limited edition, only six available. Made in solid oak, the player inserts an old penny and flicks it from the left with a finger to the winning targets. If the coin misses, it goes into the pool. If it hits, the pool is released automatically. They are great fun to play and very reliable, as we have overcome some problems with the original one we had. They are also very good money takers on site and have been well tested. Available for a very reasonable £600 each. Buy now, or regret forever! Phone Pete on 01295 730005

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1950s – 60s jukebox history, technology, manufacturers with advice on collecting, maintaining and restoring. Evolutionary photo chronicle with clear pictures of mechanisms and illustrated index of model numbers by manufacturer. Hardback, 144 pages, colour and b/w. **Our Price: £30.00**

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Mechanical Memories Magazine

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and

*Central England
Vintage Slot Collectors' Day
and Auction
12th November*